Lazer Maze™

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The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K
DOS 3.3 • One Disk Drive

T.M.

Softsmith™

SOFTWARE

Lazer Maze
APPLE II
FRANKLIN G1020
Lazer Maze
Softsmith™

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

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OVERVIEW

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Welcome to the Lazer Maze, a game for sharp eyes and quick wits. You are a futuristic gladiator slaying beasts in an optical labyrinth. You fire a lazer ray that bounces through a complex mirror path. If you calculate correctly how the beam will bend it will blast a beast. But if you are wrong, the creature will toss a bomb that could blow you to smithereens. You must predict accurately, but also quickly, because the faster you fire the more points you can collect.

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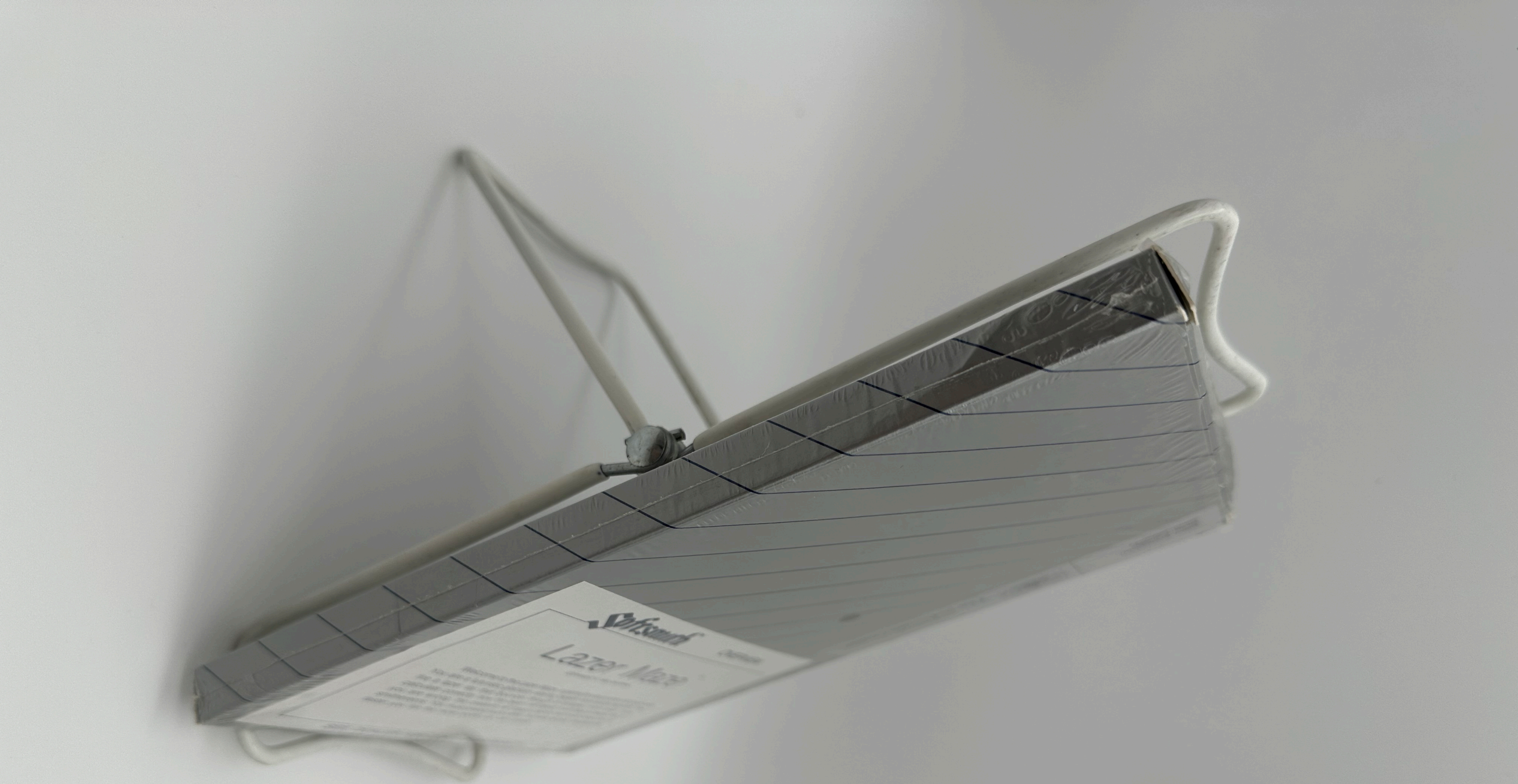
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FRANKLIN DOS

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Instruction Booklet
Warranty Card

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Softsmith is required by law to notify you that, this Softsmith program is sold "AS IS", and we do not guarantee it in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. To the extent allowable under law, we do not assume responsibility for any losses or damages of any kind that might result from the use of the program portion, of a Softsmith Product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

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PLACE AND DATE OF PURCHASE _____

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PROGRAM NAME _____ **DISK** ☐ **CASSETTE** ☐

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TYPE OF COMPUTER _____

SIGNATURE _____

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YES ☐ **NO** ☐

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IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully *and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.*

Do make sure the shift lock light is lit *if running this program on the Franklin Ace. This program recognizes only capital letters.*

Do not open the disk drive door while the "in-use" light is on. *This may damage your diskette and render it unusable.*

Do not press <CTRL-C> while the "in-use" light is on. *Results are unpredictable and damage to your program may result.*

Do not try to make a copy of this disk. *If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.*

GETTING STARTED

To get started with Lazer Maze simply follow these steps (this is called "booting"):

1. *Make sure that the power switch on the rear left of the computer is in the off position. Turn on your monitor.*

2. *Open the disk drive door by pulling out and up on its bottom edge. Slip the program diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)*

3. *When the diskette is entirely in the drive, close the drive door.*

4. *Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.*

You will now see the Softsmith™ logo page and Lazer Maze title page appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

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AN OPTICAL LABYRINTH

The Lazer Maze is a stadium filled with mirrors. All around the perimeter of the stadium are doors, which are identified by two digit numbers. You, the hero, materialize at one of these locations. When you shoot your weapon, the beam will bounce around between mirrors until it finally hits one of the doors. The challenge is to figure out which one.

Declare your prediction by typing in the two digit number representing where you think the blast will hit. Automatically, that door is pulled open to reveal a beast, and your laser gun fires. The beam path is traced on screen. If it hits the beast, you win points. If you miss, the beast lobs a bomb at you.

HOW TO PLAY THE LAZER MAZE

Refer to the "Getting Started" instructions above to properly "boot" the diskette. When the computer asks you to ***CHOOSE ONE*** of the options, press <1> to play. The laser stadium will appear on screen, represented as a rectangle. The two digit numbers surrounding the perimeter of the rectangle represent doors. The slanted lines in the box represent reflective baffles that deflect the laser ray. They are perfectly polished and micro-adjusted to always bend the beam by ninety degrees, sending it either up, down, right, or left.

Each hit is individually scored. You get points based on the number of baffles along your path and how fast you make your prediction. Bonuses are given for correctly predicting especially complex pathways.

Enter numbers by pressing keys firmly. The clock keeps running until both digits have been entered.

Once you start a round, you fight nonstop until every door has been used. You can quit by pressing <ESC>.

Each round is unique. The higher your total score, the more complex the next round will be.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your disk promptly, per warranty provisions.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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Lazer Maze Manual V.1
December, 1982
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